



## **Softball Rules 2015 Season**

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## **LEAGUE ORGANIZATION:**

### **Girls Division**

- PEE-WEE- 6, 7, 8 and 9 year olds based on age as of 4/30/15
- MIDGET –10,11, 12, 13 year olds based on age as of 4/30/15

The Leisure Services Department reserves the right to redistribute age ranges based upon enrollment in each division.

All girls play in their respective divisions provided that they are registered with the City of Sunrise Leisure Services before participating in the sport. (Exception will be considered only by parent request in writing at time of registration to the Department of Leisure Services. No player will be able to play down onto a lower division.

Athletic Supervisor is the supervisor of the softball program.

### **TEAMS**

In all divisions , nine (9) players are to be placed in defensive positions. Games may begin and be played with seven (7) players. Should the 8<sup>th</sup> or 9th player arrive late, she will immediately be placed in the game regardless of arrival time and her name inserted at the bottom of the batting order. Her name must be reported to opposing scorekeeper and plate umpire.

Any team dropping below seven (7) players will immediately forfeit.

All players who participate in post-season play must participate in 50% of regular season play.

### **PLAYER ELIGIBILITY**

Only players of eligible age whose eligibility is determined by the Leisure Services Department shall have active participation in the program.

Dates of birth of new players shall be certified by birth certificates, hospital certificates, or legal documents which must be presented to a league official at the time of registration or registration will not be accepted.

Photostat copies of any of these certificates are acceptable. Notarized statements from parents or others are not acceptable.

The replacement players will come from the waiting list based on the next available player in order of date and time of sign-up.

No team may obtain a replacement player after half of the regular season games have been played unless their roster falls below the minimum number of players required to start a game under these rules. No player shall be recruited or otherwise added to the waiting list after 50% of the regular scheduled games have been played.

Failure to follow this rule may result in the suspension of the coach and/or forfeiture of the game(s). Once assigned a player is eligible to play in all subsequent games.

## SUBSTITUTIONS

Open substitutions in the field may be made at the beginning and end of every inning.

No player will sit the bench for two (2) consecutive innings.

After substitutions have been made, and in the event of injury or ejection for disciplinary purposes to the player, a player will re-enter the game to replace the injured or ejected player provided all other eligible players have previously entered the game at that point.

## EQUIPMENT

Shoes with metal spikes or metal cleats are prohibited. Proper athletic footwear must be worn. Sneakers or rubber cleats (no Velcro's) must be worn by all players, coaches, and managers. Barefoot on the playing field or in the coach's boxes is prohibited. PENALTY: Participants will be asked to leave the field and will not be allowed to return unless this rule is complied with.

Catchers will wear protective headgear (mask, throat guard, and helmets), chest protector, and shin guards as provided by the Leisure Services Department. Equipment must be worn at all times. *NOTE: Game will be halted and equipment shared if necessary.* PENALTY: Failure by refusal to wear proper equipment will result in catcher being ejected from the game.

**Visors** – All visors must be the same regardless of whether or not all girls wear them. All girls do not have to wear a visor. *NOTE: Plastic visors are not allowed.*

Conventional softball shirts, pants, and a visor will be furnished by the Leisure Services Department.

A regulation 11" softball will be used in the Pee Wee and Midget divisions.

All offensive players must wear protective headgear. If a parent requests headgear with a protective facemask, please contact the Leisure Services Department.

26-inch Baseball Tee Ball bats may be used in the PeeWee Division.

No hard casts may be worn in games or practices.

## PITCHING/BASE DISTANCE

<b>Girls Divisions</b>	<b>Pitching Distance</b>	<b>Base Distance</b>
PeeWee	35 ft.	45 ft.
Midget	35 ft.	60 ft.

## PLAYING RULES

**Any rules that are not stated in this rulebook will be governed by the National Federation of State High School Association (NFHS)**

Regulation games shall be seven (7) innings duration, or the time imposed by the league. Pee-Wee will be an exception to this, and in this case five (5) innings will constitute a complete game or imposed time limit.

**All Divisions:** There shall be a five (5) run limit per inning per team at which time teams shall change sides. Unlimited runs can be scored only in the “official final inning” which is the 7th inning in all divisions except Pee Wee, in which the final inning is the 5th inning.

In all divisions, except Pee-Wee, if at the end of five (5) innings the visiting team is ahead by 10 runs, the game shall end or, if after 4 ½ innings the home team is ahead by 10 runs, the game will end.

Throwing of gloves or bats intentionally may warrant ejection from the game.

Line-up cards must be presented to the umpire and opposing team prior to start of game.

Both coaches and umpires must sign the game sheet. *Game sheet is the city's official record of the game. Coaches are advised to review and verify that all information is correct before signing.*

Time limits on games will be as follows: No new innings will begin after the time limit has been reached.

Division

Pee-Wee..... 1 hour 10 minutes

Midget..... 1 hour 15 minutes

Once an inning has begun, it must be completed and if tied at the end of seven (7) innings (Pee-Wee, 5 innings), or time limit, one (1) extra inning will be played with “City of Sunrise” Tie Breaker for one inning. Last batter of previous inning to record an out starts on 2nd base. The batter will have a count of zero (0) balls and zero (0) strikes and no outs. Batters will receive one pitch, and only one pitch. If tie is not broken, the game will enter the standings as a tied game.

Game time is forfeit time for all games with the exception of a 6:00pm game, which will have a 10-minute grace period. This will not be deducted from game time. There is no grace period for weekend games or weeknight games beginning later than 6:00pm. The Umpire has official game time.

If a batter cannot complete their turn at bat due to sickness or injury, the next batter will complete her turn at bat with a new count. The injured player's name will be removed from the line-up for duration of game. No out occurs on sick or injured batter.

If a base runner cannot continue due to sickness or injury, the last person with a previously recorded out will complete the base runner's duties.

*Games called which are less than regulation:*

In determining tie games after five innings (regulation game) have been played, the home team must have had the opportunity to bat and tie the score. If the home team has scored more runs than the visiting team and the game is called in the bottom of the fifth or sixth inning, the home team shall be the winner. If the visiting team has scored more runs than the

home team in the sixth or seventh inning and the home team has not had the opportunity to complete its turn at bat, the game reverts back to the previous inning. If that score was tied, it would be a tie game. If the score was not tied, a winner would be declared if one team was ahead and five full innings had been played.

If a game is called before five full innings have been played (four and one-half if the home team is ahead), the game will be resumed at the point at which it was called.

All eligible players of the team will be in the batting line-up for the entire game. This applies to all divisions.

Home team must occupy 1st base dugout.

**Stealing** – There will be no stealing in the PeeWee Division. Stealing is permitted in all other divisions. In the Midget Division base runners can steal only one base at a time, and are not permitted to steal home.

**Third Strike** – If the catcher should miss the ball on the 3rd strike in the Senior Division, the player may advance to first base if 1st base is not occupied. If 1st base is occupied, the batter will be out and the runner on 1st base can advance at her own risk – except for the Pee Wee and Midget Division (No stealing is allowed in this division on a missed/dropped third strike). In the Senior division if there are two outs and the catcher should miss the ball on the 3<sup>rd</sup> strike the batter may advance. This is only permitted in the Senior division.

Bunting is allowed in all Divisions except PeeWee.

**Speed Up Rule** – with one/two out the catcher is allowed a courtesy runner (the last recorded out).

**Pitching** – In the Midget division a pitcher will be allowed to pitch 6 innings per week with no more than 4 innings per game. A week is considered Sunday through Saturday.

## **DIVISION TITLE**

Divisions with six (6) or more teams will be awarded placement trophies for 1st, 2nd and 3rd place finishers. Divisions with five (5) or fewer teams will be awarded placement trophies for 1st and 2nd place finishers only. All other teams will be awarded participation trophies only. At the conclusion of the season, trophies will be awarded at the annual awards ceremony.

There will be a single elimination tournament at the conclusion of regular season play with all teams participating. The championship team will receive some type of award. Teams will be seeded at random during player drafts.

At the end of the season, should two or more teams be tied for first, second, or third place, the following tiebreaker system will be in effect:

**Step 1:** Head to head competition.

**Step 2:** Least number of runs yielded in the head to head competition.

**Step 3:** Least number of runs yielded for the entire season. Note: Once a tie is broken, any subsequent ties will refer back to step 1 to break that tie.

## **ADDITIONAL RULES PERTAINING TO PEE-WEE SOFTBALL ONLY**

A complete game shall consist of five (5) innings unless the home team is winning after four and a half (4-½) innings.

In case of bad weather or other incidents, causing game termination, four (4) full or three and half (3 ½) innings, if the home team is ahead, shall constitute a complete game. If not, the game will be rescheduled beginning exactly where the game was suspended.

The base runner must stay on the base until the ball is hit. They may not lead off the base before, during, or after a pitch.

There is no stealing in the PeeWee Division.

The batter/runner may advance at her own risk one base plus an additional base on any overthrow at first base into foul territory.

The ball will be considered dead once the pitcher has control of the ball and has stepped inside the pitcher circle with both hands raised. If the base runner is more than halfway to the next base, then they may advance. If the base runner is less than half way to the next base, then they must return to the previous base. The ball is back in play when the next batter hits the ball.

The infield-fly rule will not be used.

Intentionally rolling the ball for a put out will be illegal.

No bunting.

### **Pitching**

Coaches will pitch to the batter for 6 pitches only.

If batter has not hit the ball fairly, or struck out on any three pitches at the conclusion of the allotted six pitches, batter will be declared out. There will be no walks.

Designated coach pitcher (D.P.) cannot field the position.

If a batted ball strikes designated pitcher, ball is declared dead; pitch does not count, and the batter returns to bat.

Defensive player shall stand within five feet of the pitching rubber but not directly behind the D.P.

D.P. is permitted to vocally coach the batter, but not the runners after the ball has been delivered. No delay of game will be tolerated.

D.P. must make all reasonable attempts to prevent their interference in a play or with a hit ball. The D.P. will go into foul territory if possible or squat down.

The defensive catcher will supply a reasonable target for D.P.

Must pitch from the 35 feet rubber mark.

## **Athletic Supervisor Duties**

- Will have the authority to suspend any manager or coach; this is subject to appeal.
- Will act as overall coordinator for the program.
- Is responsible to assist the Department of Leisure Services in implementing all the rules and regulations.
- Is responsible for appointing the coaches and softball committee.
- Coaching combinations will be assigned or approved by the Department of Leisure Services.

## **UMPIRES**

Umpires shall have complete authority over the game, players, coaches and spectators. They may expel any player, coach, or spectator for indecent language, unsportsmanlike conduct, or any infraction of rules. Refusal of expelled player, coach or spectator to leave the "playing area" within 2 minutes will constitute a forfeit. NOTE: League Administrators and City Athletic Department personnel WILL NOT interpret any rule from the time a game begins, until the time it ends. They may, however, enforce any and all rules regarding conduct or coaches, players and parents contained herein.

Officials will wear distinctive uniforms and carry city rulebook.

Umpires will be responsible for inspecting field surface irregularities and sideline hazards prior to game. Umpires will also check player's equipment and uniforms to determine if they are acceptable.

Umpires are instructed to discuss matter in question ONLY with the Manager, NOT an assistant or League Administrator.

Coaches shall not demand the removal or the scheduling of a particular umpire.

## **FACILITY USAGE**

No soft toss, pepper games, or hitting balls against fences.

Teams are to stay off infields when field maintenance staff is preparing ball fields.

Remove all litter from dugouts and dispose of properly at the conclusion of games or practices.

Field maintenance to be performed by authorized city staff only.

Field lights will be turned off at 9:45 p.m., except during league games.

Vehicles are not allowed inside interior park gates. Do not block emergency access areas, maintenance drive, or park in posted zones. Park Rangers may close fields to practice or games due to weather or safety factors. Whenever possible, field maintenance staff or park rangers will make determinations on field conditions at least one and one-half hours prior to schedule game times or practice times. Failure to comply with requests of park rangers or field maintenance staff may result in loss of field privileges. Fields are closed when park or ball field gates are locked. Do not enter fields when gates are locked.



## **Contact Information**

### **Division Director**

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### **SOFTBALL COMMITTEE**

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